	Type	Hits	Search Text △	DBs
1	BRS	129	"PE bit"	USPAT
2	BRS	0	"PE bit" and (dead adj code adj remov$3)	USPAT
3	BRS	0	"PE bit" and (dead adj code)	USPAT
4	BRS	8	"PE bit" and (dead)	USPAT
5	BRS	129	"PE bits"	USPAT
6	BRS	49	(((constant or invariant) near2 (latency or clock or time) near2 cycle) and processor and instruction)	USPAT
7	BRS	4625	(((constant or invariant) near2 (latency or clock or time)) and processor and instruction)	USPAT
8	BRS	0	(((constant or invariant) near2 (latency or clock or time)) and processor and isntruction)	USPAT
9	BRS	15863	((constant or invariant) near2 (latency or clock or time)) and processor	USPAT
10	BRS	90785	(constant or invariant) near2 (latency or clock or time)	USPAT
11	BRS	113	(constant or invariant) near2 latency	USPAT
12	BRS	6	(constant or invariant) near2 latency near2 cycle	USPAT
13	BRS	33	(select$3 or chos$3 or pick$3 or enabl$3 or diabl$3) adj deterministic	USPAT
14	BRS	155	(select$3 or chos$3 or pick$3 or enabl$3 or diabl$3) near2 deterministic	USPAT
15	BRS	1	4873626.pn.	USPAT
16	BRS	1	4873626.pn.	USPAT
17	BRS	1	4873626.pn.	USPAT
18	BRS	2	4873626.pn. or 4891787.pn.	USPAT
19	BRS	70	4873626.URPN.	USPAT
20	BRS	70	4873626.URPN.	USPAT
21	BRS	70	4873626.URPN.	USPAT

	Type	Hits	Search Text △	DBs
22	BRS	1	5355375.pn.	USPAT
23	BRS	1	5805894.pn.	USPAT
24	BRS	878	712/13,15,22,233,234,236.ccls.	USPAT
25	BRS	11	712/13,15,22,233,234,236.ccls. and PE adj bit	USPAT
26	BRS	105	712/13.ccls.	USPAT
27	BRS	135	712/15.ccls.	USPAT
28	BRS	154	712/20,21.ccls.	USPAT
29	BRS	0	constant adj latency adj cycle	USPAT
30	BRS	25	constant near2 execut$4 near2 cycle	USPAT
31	BRS	6	constant near2 latency near2 cycle	USPAT
32	BRS	11	dead adj code adj remov$3	USPAT
33	BRS	0	determinaate	USPAT
34	BRS	2	determinant adj program	USPAT
35	BRS	2411	determinate	USPAT
36	BRS	30	deterministic adj mode	USPAT
37	BRS	11	deterministic adj program	USPAT
38	BRS	11	deterministic adj program	USPAT
39	BRS	52	deterministic near2 cycle	USPAT
40	BRS	0	maintain adj execut$4 adj cycle	USPAT
41	BRS	541394	maintain adj execut$4 cycle	USPAT
42	BRS	22	maintain near2 execut$4 near2 cycle	USPAT
43	BRS	835	non-deterministic	USPAT
44	BRS	0	non-deterministic adj code	USPAT
45	BRS	4	non-deterministic adj program	USPAT
46	BRS	9	non-deterministic near2 code	USPAT

	Type	Hits	Search Text △	DBs
47	BRS	185	PE adj (state or bit)	USPAT
48	BRS	10	redford.in. and john.in.	USPAT
49	BRS	16	redford.in. and john.in.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB
50	BRS	181646	redford.in. john.in.	USPAT
51	BRS	260	skip near2 code	USPAT
52	BRS	27	switch$3 near2 deterministic	USPAT
53	BRS	22	unreachable adj code	USPAT

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1 **Incremental integration testing of concurrent programs**
Koppol, P.V.; Carver, R.H.; Kuo-Chung Tai;
Software Engineering, IEEE Transactions on , Volume: 28 Issue: 6 , June 2002
Page(s): 607 -623

[Abstract] [PDF Full-Text (568 KB)] **IEEE JNL**

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2 **Sublogarithmic deterministic selection on arrays with a reconfigurabl optical bus**
Yijie Han; Yi Pan; Hong Shen;
Computers, IEEE Transactions on , Volume: 51 Issue: 6 , June 2002
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[Abstract] [PDF Full-Text (297 KB)] **IEEE JNL**

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3 **Deterministic blind estimation of time- and frequency-selective fadin channels using filterbank precoders**
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Signal Processing Advances in Wireless Communications, 1999. SPAWC '99. 19
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4 **An automatic model selection scheme for propagation in macrocellul microcellular environments**
Kenny, E.M.; Cullen, P.J.;

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5 **MUI-free receiver for a synchronous DS-CDMA system based on block spreading in the presence of frequency-selective fading**
Leus, G.; Moonen, M.;
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6 **Effective random space vector modulation for EMI reduction in low-c PWM inverters**
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7 **An experimental study on software structural testing: deterministic v random input generation**
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8 **Performance models for ATM switching of mixed continuous-bit-rate bursty traffic with threshold-based discarding**
Yegani, P.;
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9 **Optimal algorithms for selection on a mesh-connected processor arra**
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10 **Using selective path-doubling for parallel shortest-path computation**
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12 **Designing efficient distributed algorithms using sampling techniques**
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1997
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13 **Efficient and accurate DS-SSMA deterministic signature sequence performance evaluation over wireless fading channels**
Liu, D.; Despins, C.L.; Krzymien, W.A.;
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14 **Diversity in mobile communications for blind detection of block-code modulations**
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[Abstract] [PDF Full-Text (360 KB)] **IEEE CNF**

15 **Parallel selection algorithms with analysis on clusters**
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[Abstract] [PDF Full-Text (268 KB)] **IEEE CNF**

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1 **Efficient information-theoretic model input selection**
Deignan, P.B., Jr.; Franchek, M.A.; Meckl, P.H.;
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2 **An intelligent control shell for CAD tools**
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3 **PSIM-a simulator for concurrent execution of net-based programs**
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4 **A deterministic man-made shadowing model for indoor radio communication environment**
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Volume: 1 , 21-26 July 1996
Page(s): 433 -436 vol.1

[Abstract] [PDF Full-Text (228 KB)] **IEEE CNF**

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5 **Freedom, weakness, and determinism: from linear-time to branching**
Kupferman, O.; Vardit, M.Y.;
Logic in Computer Science, 1998. Proceedings. Thirteenth Annual IEEE Sympos
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7 **Partial sampling with reverse state reconstruction: A new technique branch predictor performance estimation**
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8 **On the complexity of integer multiplication in branching programs wi multiple tests and in read-once branching programs with limited nondeterminism**
Woelfel, P.;
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24 May 2002
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9 **Resource auction multiple access (RAMA) in the cellular environment**
Amitay, N.; Greenstein, L.J.;
Vehicular Technology, IEEE Transactions on , Volume: 43 Issue: 4 , Nov. 1994
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[Abstract] [PDF Full-Text (928 KB)] **IEEE JNL**

Groups search result 10 for **computer definition deterministic OR determinism**

From: Luis Palafox (palafox@goofy.mpi-hd.mpg.de) Search Result 10
Subject: Re: What is real time really?
Newsgroups: comp.realtime View: Complete Thread (32 articles)
Date: 1995/07/07 Original Format

```
In article <3tgrkc$1cm@central.bbt.com> ljw@highland.bbt.com (Jaye Whitmire) writes:

:>From: ljw@highland.bbt.com (Jaye Whitmire)
:>Newsgroups: comp.realtime
:>Date: 6 Jul 1995 14:23:08 GMT
:>Organization: BroadBand Technologies, RTP NC
:>Reply-To: ljw@bbt.com
:>Path: news.urz.uni-heidelberg.de!news.uni-stuttgart.de!rz.uni-karlsruhe.de!xlink.n
:>Lines: 18
:>Sender: ljw@highland (Jaye Whitmire)
:>Distribution: world
:>References: <3ss429$6rs@cmcl2.NYU.EDU>
:>NNTP-Posting-Host: highland.bbt.com
:>
:>In article <3ss429$6rs@cmcl2.NYU.EDU>, hubert@sparky.cs.nyu.edu (Hung-Hsien Chang)
:>|> I have a naive question: what is the real time really.
:>|> When it is about the networking and distributed computing,
:>|> there is no "real time". You can probably flush the memory
:>|> in a very short time or simply pipe it through the networking
:>|> whenever there is a data and assuming the network doesn't fail.
:>|> But real time... no.... I don't think so.
:>|>
:>
:>Real time simply means deterministic, a real time system needs to be
:>predictable. You may also need it to be fast but the actual execution
:>speed doesn't determine whether or not a system is real-time.
:>
:>Networks and distributed computing probably will not fall under real time
:>because they are usually not predictable. However, I'm sure there is
:>an exception to that rule.
:>
:>-Jaye Whitmire

Let me further refine this definition. Deterministic should include
the validity of the result. It's no good if the real-time system
produces its results quickly enough and they are wrong!
I guess this is the main reason why ADA is atractive for real-time;
it's error handling is just what you'd want. (I can't believe I'm
saying something positive about ADA)
Typical networks are not real-time because they fail to be
deterministic. A packet of information can get lost and constraining
```

the time a packet takes to reach its destination usually means constraining the lenght of the network.

A followup to this posting also seemed to include a typical misconception. Keith Williams, kawillia@gp804.jsc.nasa.gov wrote:

:>Coming from a training simulation background, I would also add that
:>real time also means that 1 wall clock second = 1 simulated second (or
:>what ever time slice makes sense to your application).

Simulation is not completely real-time, specially if it is running on a **computer** only. (No mechanical devices being controlled) What's the problem if the program crashes the **computer**? You reboot. In a real-time situation, you can't afford that sort of thing. But a properly working simulation I guess is a real-time system. However, the time scale need not be 1 simulated second = 1 wall clock second. Sometimes it is better if the simulation runs at a faster pace than real life (Weather forecasting, or a model of the ozone hole, for example). Sometimes it is better if it runs more slowly (Simulating a car crash, or how fuel burns in a rocket, or how a car engine works) We are pretty slow at grasping what is going on, so I would guess that most simulations are fine running more slowly than real life. The typical examples of simulators (plane simulators and the like) do require the equivalence in time scales, though.

Maybe Keith was saying the same as I am, but I thought I should make things clearer.

Just my views.

Luis Palafox palafox@goofy.mpi-hd.mpg.de
Max-Planck-Institut fuer Kernphysik
Postfach 103980
D-69029 Heidelberg

Maybe I'm wrong. It wouldn't be the first time, it won't be the last!!

--
Luis Palafox palafox@goofy.mpi-hd.mpg.de
Max-Planck-Institut fuer Kernphysik
Postfach 103980
D-69029 Heidelberg

Maybe I'm wrong. It wouldn't be the first time, it won't be the last!!

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... I now consider to be merely a naive misunderstanding of the **definition** of determinism. ... The **computer** is undoubtedly a **deterministic** environment, yet ...
www.boredatheist.com/dic/determinism.html - 5k - Cached - Similar pages

DETERMINISTIC - **Definition** by HyperDictionary.com
... Matching Terms: **deterministic** automaton. Computing Dictionary. **Definition**:
1. Describes a system whose time evolution can be predicted exactly. ...
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Citations: The propositional dynamic logic of **deterministic** - ...
... ff 1 . The **definition** .... J. Halpern and J. Reif. The propositional dynamic logic of **deterministic**, wellstructured programs. Theoretical **Computer** Science, 27 ...
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Lucas' Theorem
... Hence G L is true." However, by **definition**, L cannot decide G L and thus will answer "don't know". QED. ... Proof: a **computer** is a **Deterministic** Logical System ...
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... of an observable with the according operator is only **deterministic**, if a ... this problem, and use the simpler and more general **computer definition** given above. ...

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1 **Stochastic versus deterministic concepts in adaptive systems design**
Kubin, G.;
Circuits and Systems, 1988., IEEE International Symposium on , 7-9 June 198
Page(s): 39 -42 vol.1

[Abstract] [PDF Full-Text (312 KB)] **IEEE CNF**

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2 **Randomized vs. deterministic decision tree complexity for read-once Boolean functions**
Heiman, R.; Wigderson, A.;
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[Abstract] [PDF Full-Text (488 KB)] **IEEE CNF**

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3 **An experimental study on software structural testing: deterministic \ random input generation**
Thevenod-Fosse, P.; Waeselynck, H.; Crouzet, Y.;
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[Abstract] [PDF Full-Text (788 KB)] **IEEE CNF**

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[Abstract] [PDF Full-Text (364 KB)] **IEEE CNF**

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5 **Alternating time versus deterministic time: a separation**
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18-21 May 1993
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[Abstract] [PDF Full-Text (1064 KB)] **IEEE CNF**

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6 **Pseudorandom versus deterministic testing of Intel 80×86 processo**
Sosnowski, J.; Kusmierczyk, A.;
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[Abstract] [PDF Full-Text (752 KB)] **IEEE CNF**

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7 **A comparative study of methods for time-deterministic message deli a multiprocessor architecture**
Jonsson, J.; Vasell, J.;
Parallel Processing Symposium, 1996., Proceedings of IPPS '96, The 10th International , 15-19 April 1996
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8 **Comparative study of scalable batching policies in disk-array-based deterministic video-on-demand servers**
Abram-Profeta, E.L.; Shin, K.G.;
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9 **Stochastic chaos versus deterministic chaos: a case for analog versu**

digital embodiment of devices for pattern recognition
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[Abstract] [PDF Full-Text (592 KB)] **IEEE CNF**

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10 **Prediction of acoustic noise from variable speed induction motors: deterministic vs. statistical approaches**
Wang, C.; Lai, J.C.S.; Pulle, D.W.J.;
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[Abstract] [PDF Full-Text (648 KB)] **IEEE CNF**

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11 **Application of multiobjective genetic algorithms in anatomy based d optimization in brachytherapy and its comparation with deterministic algorithms**
Milickovic, N.B.; Lahanas, M.; Papagiannopoulou, M.; Karouzakis, K.; Baltas, D. Zamboglou, N.;
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Kantz, H.; Schreiber, T.;
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13 **Random pattern testing versus deterministic testing of RAMs**
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[Abstract] [PDF Full-Text (1028 KB)] **IEEE JNL**

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14 **Stochastic versus deterministic models in the analysis of communic systems**
Sarkar, T.K.; Schwarzlander, H.; Seungwon Choi; Palma, M.S.; Wicks, M.C.;
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[Abstract] [PDF Full-Text (849 KB)] **IEEE JNL**

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15 **Prediction of acoustic noise from variable-speed induction motors: deterministic versus statistical approaches**
Wang, C.; Lai, J.C.S.; Pulle, D.W.J.;
Industry Applications, IEEE Transactions on , Volume: 38 Issue: 4 , July-Aug.
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[Abstract] [PDF Full-Text (294 KB)] **IEEE JNL**

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1 **Nonlinear optimal control in non-deterministic settings**
Spathopoulos, M.P.;
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Page(s): 2/1 -2/2

[Abstract] [PDF Full-Text (72 KB)] **IEE CNF**

2 **Human-machtne system design optimization for non deterministic spacecraft anomaly determination/resolution**
Hunold, K.Q.; LaCourse, J.R.;
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3 **Teaching by demonstration of assembly motion in vr detection of noi deterministic search-type motion and developing of its skillful motion primitive-**
Onda, H.; Suehiro, T.; Kitagaki, K.;
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Chun-Chuan Yang; Chih-Wen Tien; Yung-Chi Wang;
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[Abstract] [PDF Full-Text (345 KB)] **IEEE CNF**

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... already been shown that any **deterministic** computation can ... scratchpad qubit that (by **definition**) has been ... stored within the quantum **computer** (indirect addressing ...
sci.physics.research - Jun 24, 2001 by Terry Cooper - View Thread (3 articles)

Re: truth may be an illusion.......
... that there is no fundamental difference between **computer** creativity and ... The AIC of a fully **deterministic** closed system is fixed - by **definition** if you ...
uk.philosophy.misc - May 11, 2000 by Des - View Thread (306 articles)

Re: Fooled by the Turing Test?
... A **computer** program is just such a **definition**. Suppose a proof appeared tomorrow that all thinking and behavior of humans was **deterministic** and that a **computer** ...
comp.ai - Jun 12, 1993 by John Snodgrass - View Thread (8 articles)

Re: OT - flaws in HvD re abortion
... the green bits that splattered on rec.games.**computer**.stars said ... then what you say is pretty much true by **definition**. ... then we live in a non-**deterministic** universe ...
rec.games.computer.stars - Jul 20, 2000 by David Moen - View Thread (756 articles)

Re: Defining intentionality
... No **computer** program has any such power. ... and is still (though in a more complex sense) **deterministic**. ... to a more detailed, yet still concise, **definition** of this ...
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... Imagine a chess **computer** that can choose a style of play based on the play of its opponent ... Free will is by **definition** non- random and non-**deterministic**. ...
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Re: virtual things
... any place in the **definition** of 'indeterministic'? Finally, does any of these scenarios affect whether the **computer** process in question is **deterministic** or not? ...
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How would a **computer** behave given a Predicate ... **deterministic** search, the semantics here is non-**deterministic**. ... derived from a recursive **definition** of applicative ...
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Re: Are we computers or aren't we
... My interest was in pointing out that "...any system whose states change in a **deterministic** way can ... GS: By the discovered **definition** of **computer**, the normal ...
alt.philosophy - Mar 5, 2003 by Glen M. Sizemore - View Thread (354 articles)

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... Hence G L is true." However, by **definition**, L cannot decide G L and thus will answer "don't know". QED. ... Proof: a **computer** is a **Deterministic** Logical System ...
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Search Result 51
Subject: Re: Proposed new **definition** of Real Time
Newsgroups: comp.realtime
View: Complete Thread (38 articles)
Date: 1995-01-04 14:31:52 PST
Original Format

I just had to write up these definitions for a course in real-time systems:

real-time system : correctness of a result depends not only on the logical correctness of a computation, but also upon the time at which the result is produced (Gillies, '90 or '91 i believe, in this newsgroup).

Real-time systems ARE NOT "fast" **computer** systems. They are "**deterministic**" **computer** systems that make timing guarantees. (here, i differ with doug locke, who omits the "**deterministic**" restriction - he allows probabilistic or other types of guarantees).

reactive system : a system whose state is a function only of external events. A reactive system typically is interrupt driven, and every interrupt causes the system to settle in a new steady state.

time-triggered system : a reactive system which, in addition, is allowed to have periodic processes that initiate state changes via the internal clock of the system.

hard real-time system : a system where the deadlines are hard, i.e. the value of a result before the deadline is 100%, and the value after the deadline is ZERO, i.e. the penalty for missing a result is COMPLETE SYSTEM FAILURE.

soft real-time system : a system where the value of a result after the deadline is a declining function of time, however, there are many value functions that are possible, such as linear, exponential, stair-step downwards, etc.

embedded system : a system integrated into an used to control a larger engineering system (but not a compute-cycle facility, as in a workstation or PC. Compute-cycle facilities are sometimes called organic systems [Laplante91])

There are many errors in the open literature, e.g. alan burns's decision to equate real-time and embedded systems, in his 1986 book on real-time programming languages. Let's get this terminology clarified, so we can move forward !!!!

Don Gillies - gillies@ee.ubc.ca - Professor of **Computer** Engineering
Dept of Electrical Engineering, 2356 Main Mall University of British
Columbia, Vancouver BC Canada V6T 1Z4

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Spathopoulos, M.P.;
Non-Linear Control, IEE Colloquium on , 24 May 1994
Page(s): 2/1 -2/2

[Abstract] [PDF Full-Text (72 KB)] **IEE CNF**

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Hunold, K.Q.; LaCourse, J.R.;
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3 **Teaching by demonstration of assembly motion in vr detection of nor deterministic search-type motion and developing of its skillful motion primitive-**
Onda, H.; Suehiro, T.; Kitagaki, K.;
IECON 02 [Industrial Electronics Society, IEEE 2002 28th Annual Conference of
Volume: 4 , 5-8 Nov. 2002
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documents
Chun-Chuan Yang; Chih-Wen Tien; Yung-Chi Wang;
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I am the author of the software in question. I am also someone who does not necessarily agree that any publicity is good publicity. The only reason I became aware of the existence of this news group is that a couple of weeks ago somebody somehow contrived to post a message in my name. Having been told about it, I felt obliged to scan both comp.lang and alt.lang to see if it had happened before. Up until then I had ignored forums like this, for the simple reason that postings such as we have in this sequence (which I'm learning to call a "thread") are likely to do as much harm as good.

There are two people here who are qualified to discuss what the Ketman Schoolmaster can or can't do - Jesus Consuegra and Russ Urquhart. Both are registered users of the program, and have been able to test all its tools to their full range. As for the rest, I have no objection to people criticizing the program, because Ketman is a little out of the ordinary. But what is evident here is that opinions are being expressed about it by people who haven't used even the demo program. We have this, for instance, from Cydexia, who actually downloaded it:

> Running a program backwards makes no sense and serves no purpose I can imagine, and will definitely be meaningless and almost always cause a disaster. Perhaps you meant something else by reversing the execution?

The tell-tale "perhaps you meant" reveals that Cydexia didn't even reach page 12 in the program, where the interpreter's back-stepper is put into visible action, and its reversing capabilities demonstrated to the user without causing any kind of disaster.

He goes on to say:

> Also note than while algorithms look **deterministic**, the **determinism** is based on external states which are not persistent. So going to a state before executing a sequence of instructions is generally impossible, as you may only go back to one of possibly several states that could have led you where you are.

Now, this is rather a long-winded way of saying "you can't back-step unless you can reverse all pertinent conditions". As JC and RU already know (and only they know), there are stated limitations on the back-stepper's reversing powers. You cannot back-step an "int" instruction for example, something I don't mention in the demo program, since I am dealing with beginners who don't even know what an "int" is yet. Neither can you back-step string-writing instructions involving the use of "rep". However, single write-instructions, e.g "mov [address],ax", are reversible. It "unwrites", replacing what was there before. Thus, within the limitations just stated, quite long and complicated algorithms can be back-stepped in their entirety - a routine that converted hex to decimal and wrote the string to the screen, for example.

Cydexia's misuse of the word "**deterministic**" only throws a quasi-philosophical fog over what is a purely practical question. To be **deterministic** means being incapable of arbitrary choice: the perfect description of a computer. Machines are by **definition deterministic**. Even when they go wrong, they do so for **deterministic** reasons, not for mystical ones. There is no ghost in the machine (as far as we know).

All of this tells me my original guess that Ketman would only appeal to a small number of people was correct. After a year of the Schoolmaster's existence as shareware, two clear profiles of the typical Ketman user are starting to emerge:

1) Total beginner (any age)
2) Former high-level programmer. Returning to programming after many years doing something else. (Age 35+)

What both groups seem to have in common is a willingness to wipe the slate clean, to try out a piece of software with no preconceptions about what it can or can't do. Having downloaded the Schoolmaster, they will at least get as far as page 12 in order to find out what it does. The rest will exit on page 1. But I'm happy with that. I'll settle for those two groups.

Pat Briody